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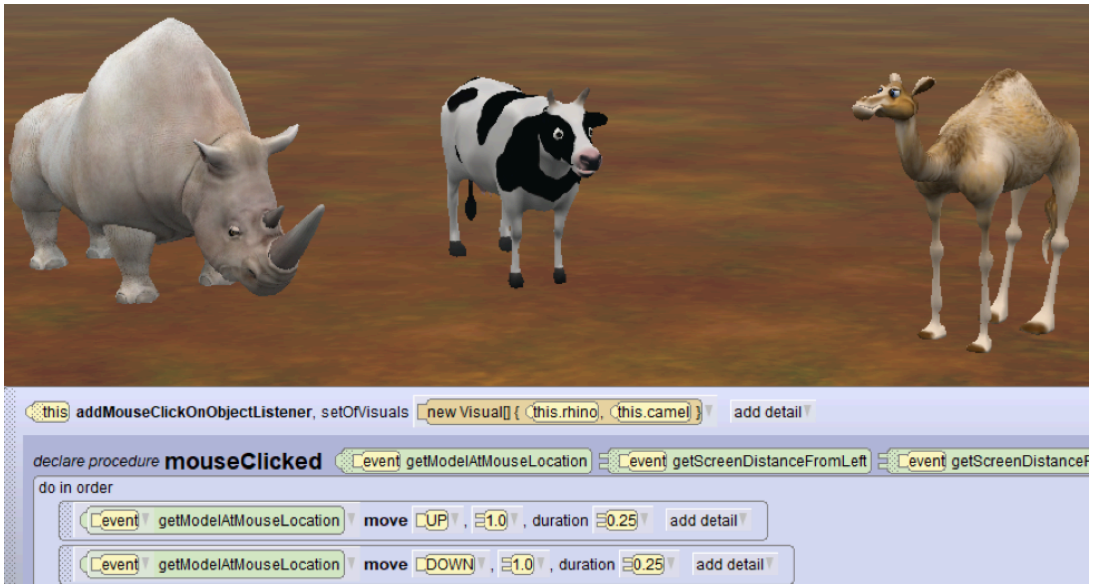
Practice Quiz 7.1

Practice Assignment • 30 min

1. The sequence of actions of an interactive program is: 1 point

- Predetermined by the starting number of seconds on a timer.
- Predetermined by the user.
- Determined at run time.
- Predetermined by the programmer.

2. Assume an Alice project has the eventListener shown and has three objects in the world: rhino, cow and camel. After clicking run, the user clicks on the cow. What happens? 1 point


this addMouseClickOnObjectListener, setOfVisuals new Visual[] { this.rhino, this.camel } add detail
declare procedure mouseClicked event getModelAtMouseLocation event getScreenDistanceFromLeft event getScreenDistanceF
do in order
event getModelAtMouseLocation move UP , 1.0 , duration 0.25 add detail
event getModelAtMouseLocation move DOWN , 1.0 , duration 0.25 add detail

- The cow moves up and down quickly.
- The rhino moves up and down quickly.
- Nothing happens.
- The camel moves up and down quickly.

3. Assume an Alice project has the eventListener shown and has three objects in the 1 point